Mission List

(a)

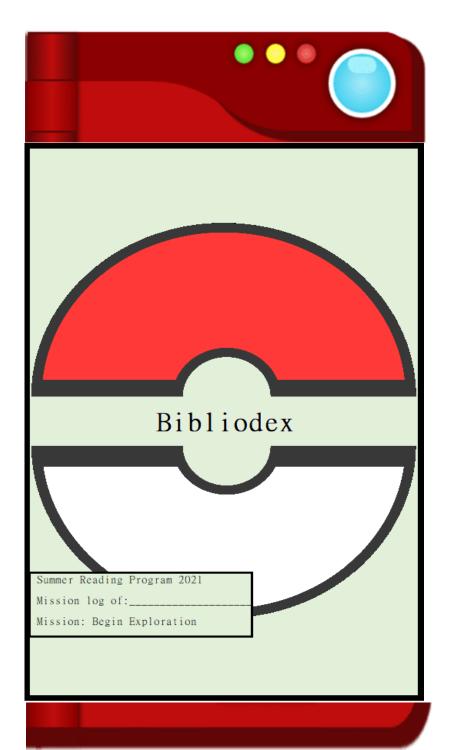
Show this Bibliodex at your library for an entry into the Summer Reading Club prizes draw and for your next mission!

Solve a Mystery	

Capture a Creature

Save the Town

Travel Through Time





Message from Professor Elm:

Welcome, back Trainer! There's no time to waste: Mewtwo has escaped, and he's been seen by the library. We have to stop him before he destroys the town!

Fourth mission: Save the Town.

Objective one: Read a comic book or manga.

Objective two: Borrow a superhero game or movie from the library.

Objective three: Train to beat the bad guy.

When you complete the mission, be sure to show your Bibliodex at the library for your prize entries, and to receive your new mission.

Hero Training
You'll have to be fast, strong and smart to beat Mewtwo! Check each box as you complete tasks to track your progress.
Go for a run three times.
Do twenty pushups every day for a week.
Race your friends.
Do ten pull ups or twenty crunches twice.
Read any book.
Do you feel faster, stronger, and smarter? Stay on the lookout for Mewtwo and use your new skills to protect the town!



BONUS PAGE!

Have you ever saved anyone before? (Insects, plants and animals count!) How did you do it?



Did you choose a game or a movie?

Which game or movie did you choose?

Draw a scene or character from your game/movie:

How did the heroes save the day?

Book Name:

Draw a scene or character from your book:

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Book Type: COMIC OR MANGA

Book Summary:

Caught at:

Time spent reading:



BONUS PAGE!

Draw your favourite superhero: